



Fires Planning

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Purpose



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- Understand how the MAGTF plans fires
- Understand how the MAGTF interfaces with Joint/Coalition Fire Support



References

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Combat Power

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“The total means of destructive and/or disruptive force which a military unit/formation can apply against the opponent at a given time.”

JP 1-02 & MCDP-

1 “Commanders combined the elements of combat power – maneuver, fires, leadership, force protection and information – to create overwhelming effects that lead to the defeat of the enemy.”

MCDP 1- 0

“In order to maximize combat power we must use all available resources to best advantage.”

Fires vs. Targeting vs. ATO



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- Fires - The *effects* of lethal or nonlethal weapons
- Targeting - The *process* of selecting targets and matching the appropriate response to them
- Air Tasking Order - A *method used to task and disseminate* to components, subordinate units, and command and control agencies projected sorties/capabilities/forces to targets and specific missions

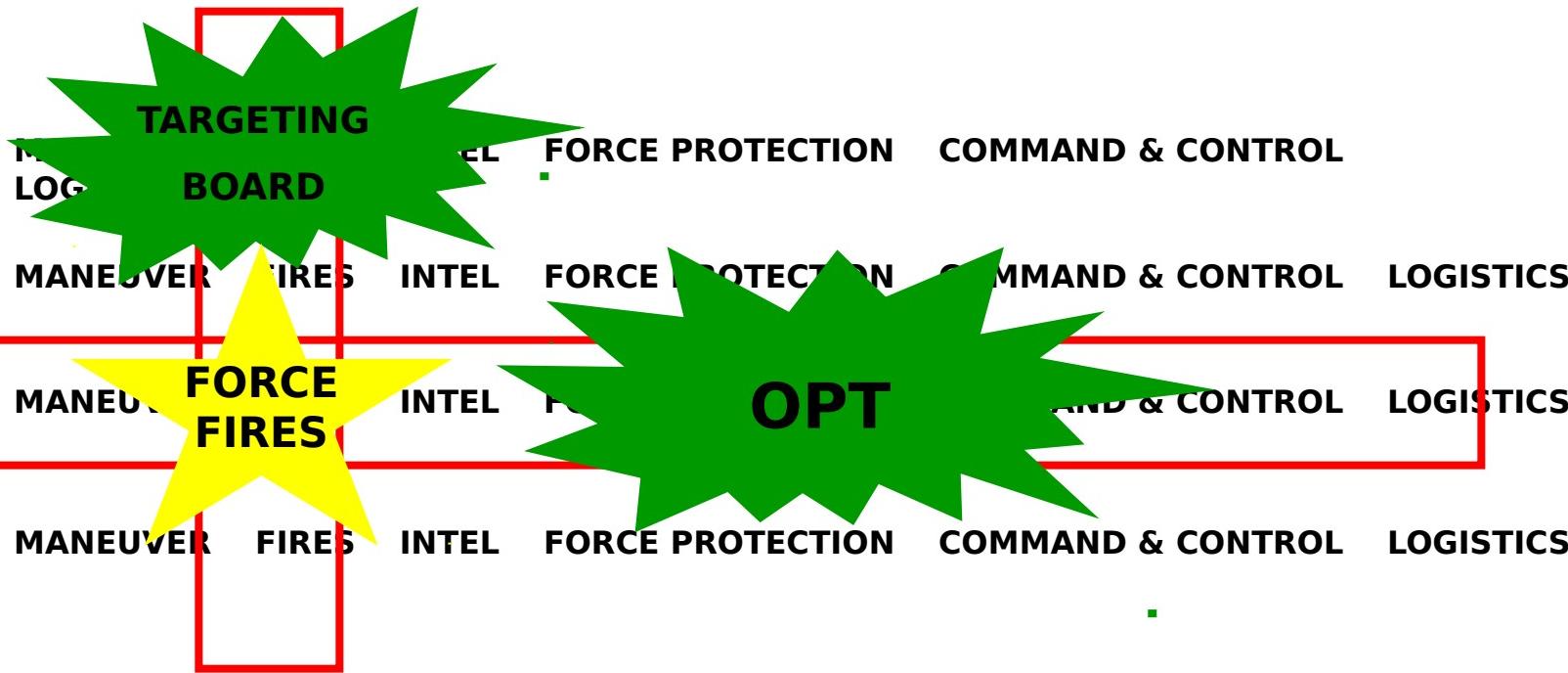
JP 1- 02

Planning MEF Fires



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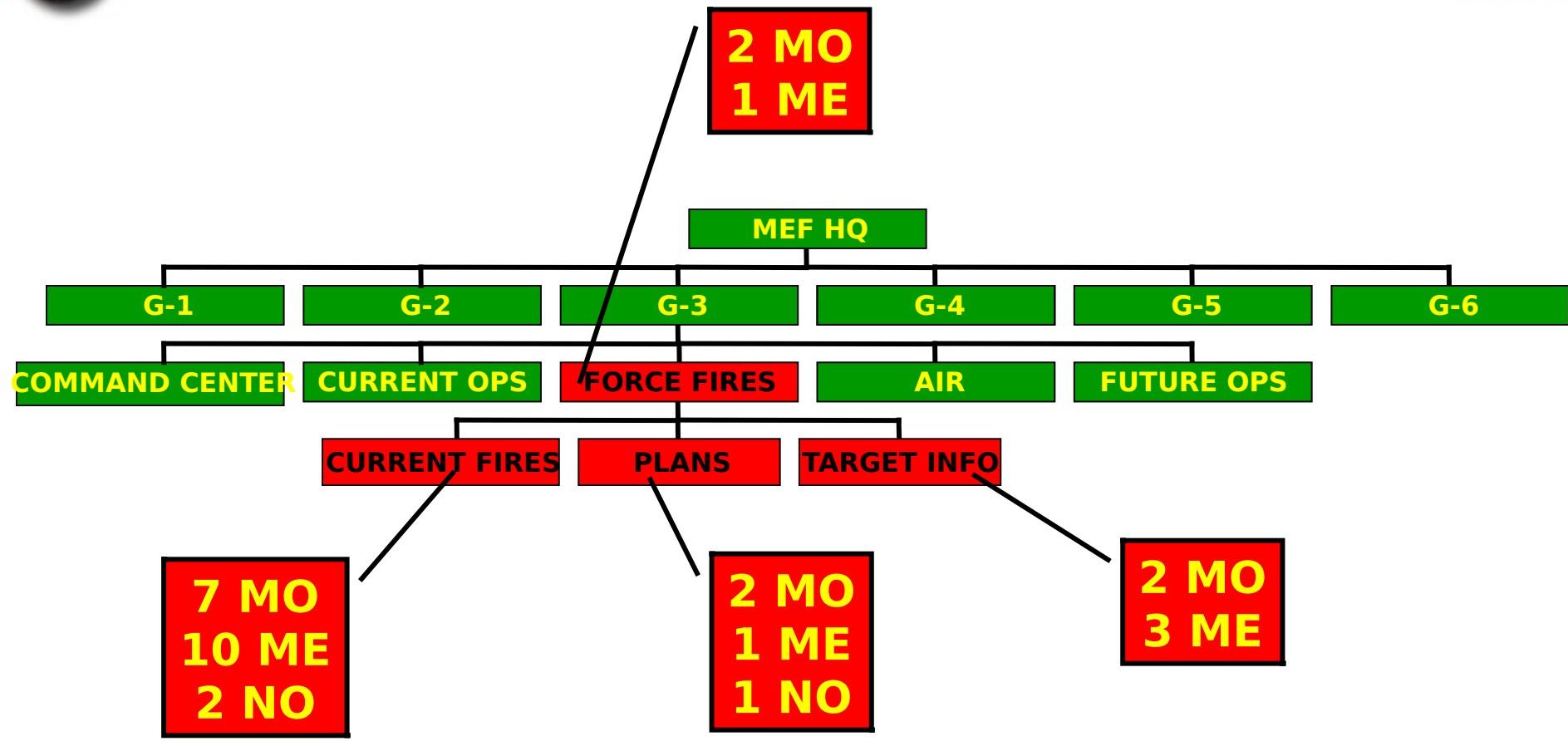
CFC



I MEF Force Fires



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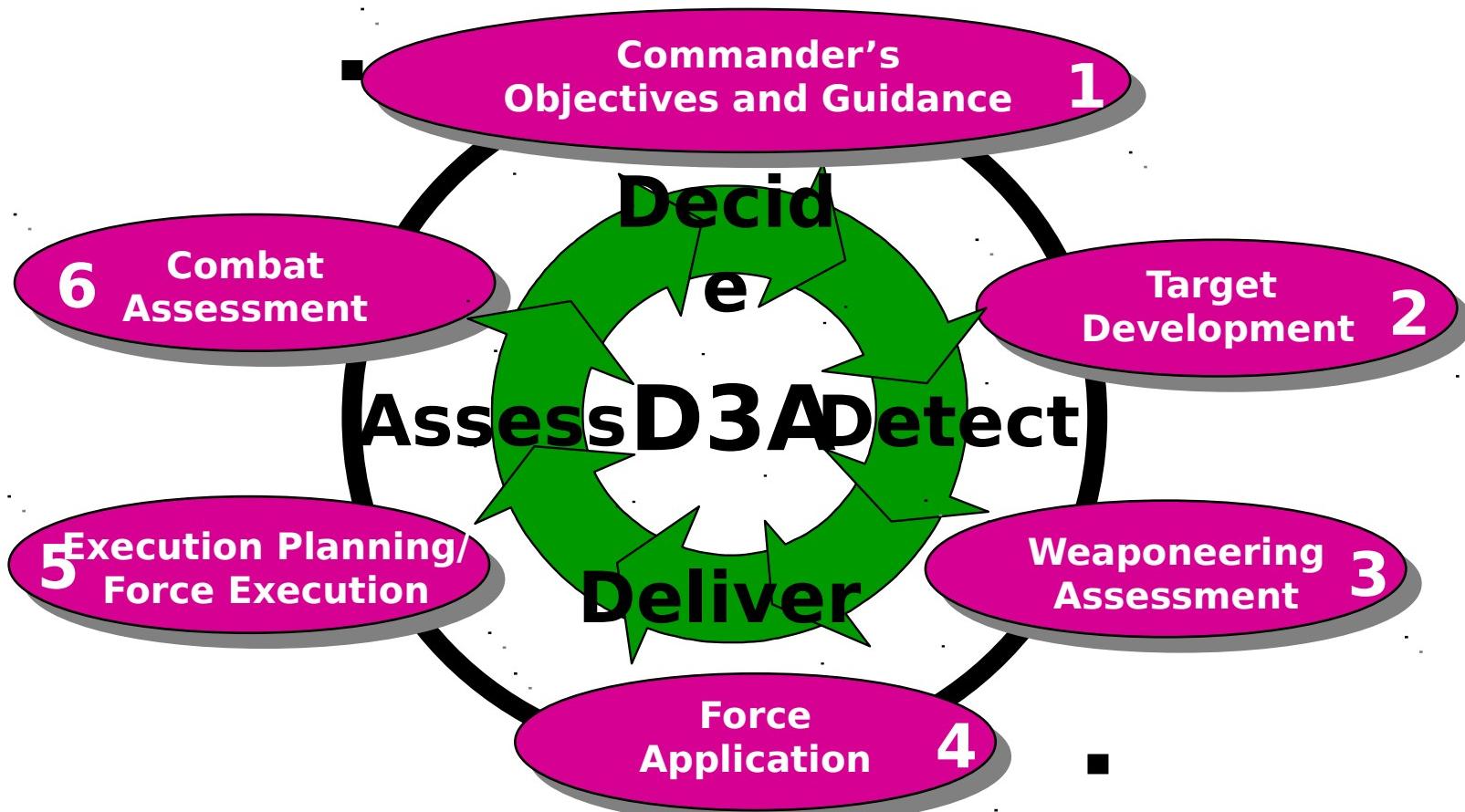


TOTAL: 13 MO / 15 ME / 3 NO

Two Processes, Two Uses

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Joint Targeting Cycle





Basic Terminology

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- High Value Target (HVT) - Those assets that the *Enemy Commander* requires for successful completion of the mission
- High Payoff Target (HPT) - Those HVTs that must be acquired and successfully attacked to achieve the *Friendly Commander's* mission

USMC Targeting Process



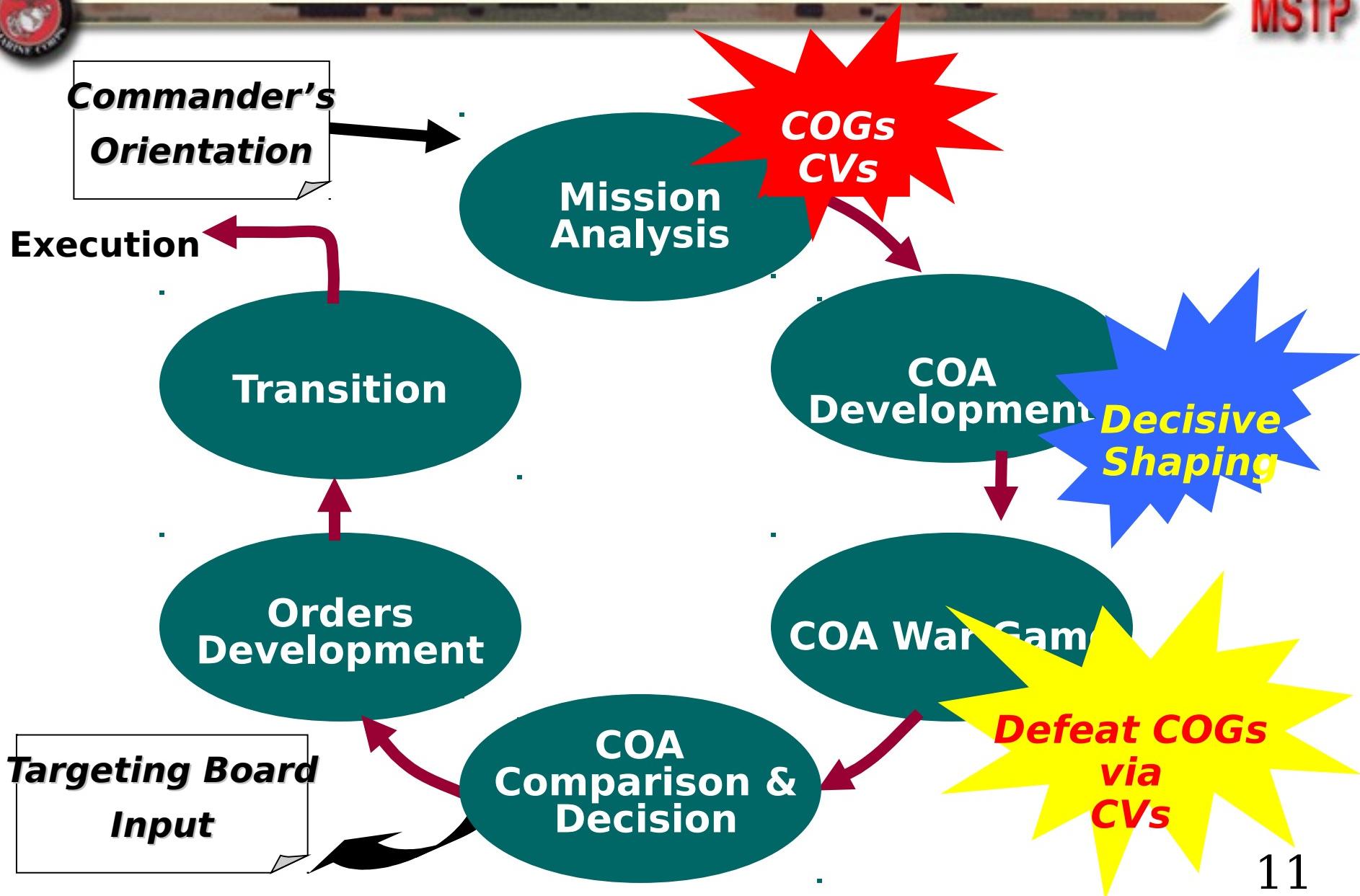
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Fires and the MCPP



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Mission Analysis

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INPUT

Commander's Orientation

Commander's Battlespace Area

Evaluation (CBAE)

Commander's initial guidance

HHQ warning Order or OPORD

Intent

Tasks and their purposes

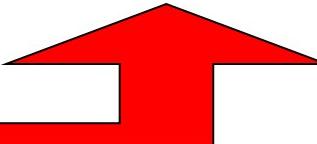
IPB & Intelligence Estimate



"I SEE
ARTILLERY AS
THE ENEMY
TACTICAL
COG AND OUR
AIR WING AS
THE FRIENDLY
TACTICAL
COG."



- Where am I relative to the ATO cycle?
- Does analysis support the CG's assessment?
- How does terrain and weather affect the friendly and enemy COGs?
- What are the enemy and friendly CVs?
- How does the enemy fight his COG?
- What are our friendly *capabilities*?





Are You In Peril?

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“Know the enemy and know yourself; in a hundred battles you will never be in peril.”

“When you are ignorant of the enemy but know yourself, your chances of winning or losing are equal.”

“If ignorant of both your enemy and yourself, you are certain in every battle to be in peril.”

Sun Tzu

AVOID MIRROR IMAGING

Knowing The Enemy

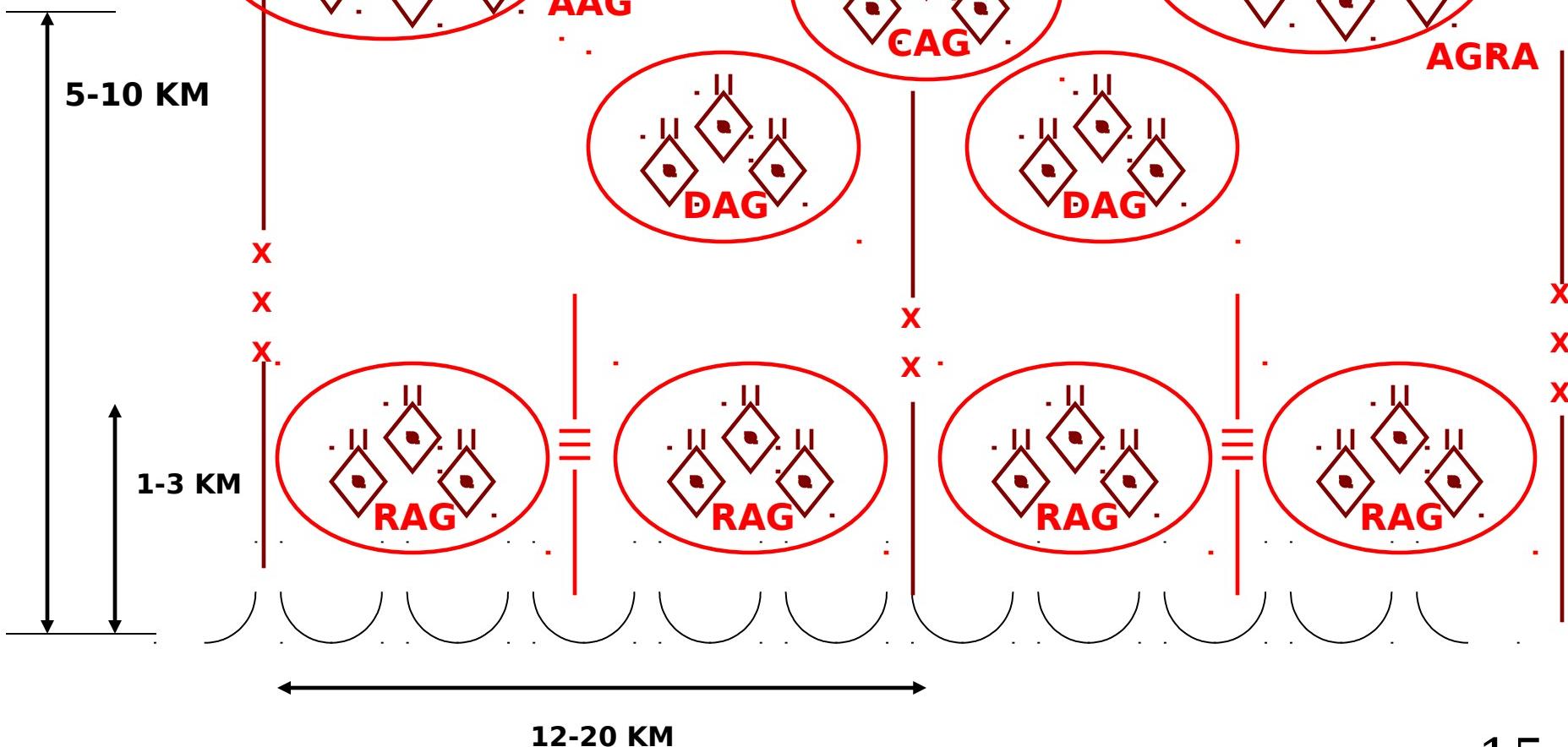
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Typical Artillery Groups

SUPPORTED UNIT	ORGANIZATION	COMPOSITION
XXX	AGRA	6 Bns
X	AAG	6 Bns
III	CAG	3 Bns
	DAG	3 Bns
	RAG	3 Bns

Artillery Groups

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Artillery Groups

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Focused IPB answers the following:

- Where are the primary and alternate positions for tube artillery and rocket launchers?
- What is the doctrinal employment criteria for the various artillery groupings?
- What routes will the enemy use to get from position to position?

12-20 KM



Knowing The Enemy

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Defensive Fire Support Phases

- Long Range Fires
 - Counterfire
 - Final Protective Fires
 - Penetrating Units
 - Counterattack Support
- } CONDUCTED BY CORPS



Knowing Yourself

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Sortie Generation Capability

SQN TYPE	ACFT per SQN	SUST RATE	SURG RATE	POST SURG RATE	SORTIES (70% FMC)			SORTIES (80% FMC)			SORTIES (90% FMC)		
					SUST	SURG	POST SURG	SUST	SURG	POST SURG	SUST	SURG	POST SURG
VMFA (F/A-18A/C)	12	2.5	4.0	1.5	20	32	12	23	36	13	27	44	16
VMFA(AW) (F/A-18)	12	2.5	4.0	1.5	20	32	12	23	36	13	27	44	16
VMA (AV-8B)													21
VMAQ (EA-6B)													3
VMGR (KC-130)													8
HMH (CH-53)													21
HMH (CH-53)													10
HMM (CH-46)													16
HMLA (AH-1W)	18	2.5	4.0	1.5	30	48	18	35	56	21	40	64	64
HMLA (UH-1N)	9	2.5	4.0	1.5	15	24	9	17	28	10	20	32	12

3 F/A-18A/C Squadrons (36 aircraft) @ 90%
MC

81 sorties (sustained rate)
132 sorties (surge)
48 sorties (post-surge)

Strike Packages

CAS Stacks

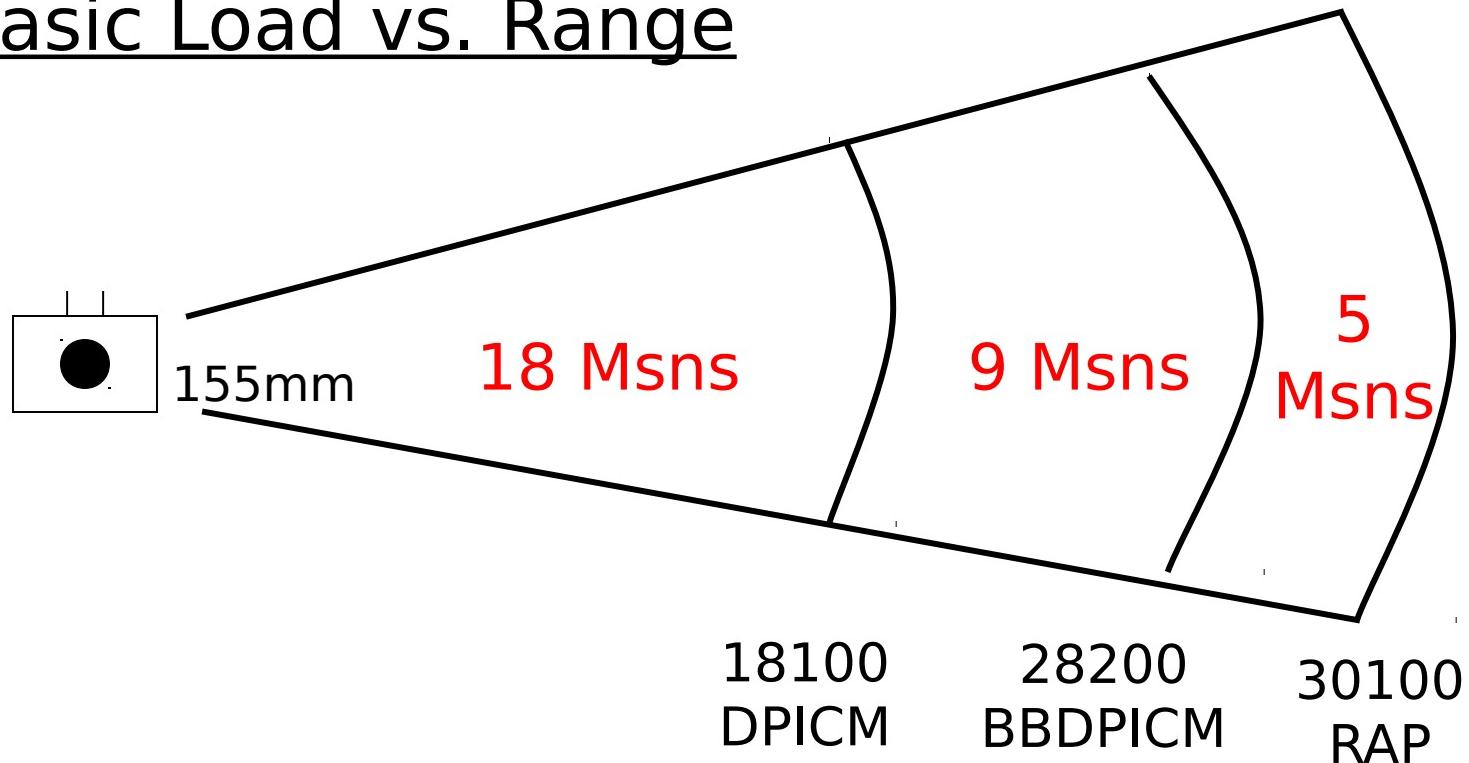
When to Surge?



Knowing Yourself

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Basic Load vs. Range



32 Killing Missions Total

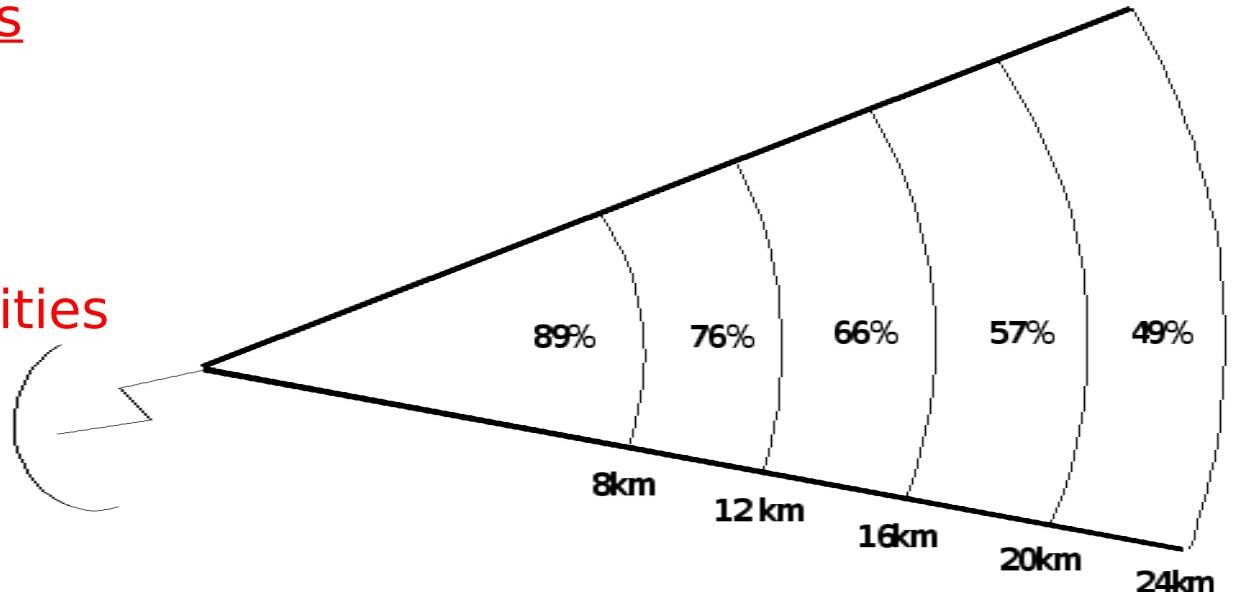
Knowing Yourself

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Q-46 Detection Capabilities

Planning Imperatives

- Positioning
- Cueing
- Detection Probabilities



	Range Bands (km)										
	0-8	8.1-12	12.1-16	16.1-20	20.1-24	24.1-28	28.1-34	34.1-40	40.1-46	46.1-54	
Lt/Med Mortars (81mm)	0.9	0.78	0.67	0.56	0.46	0.35	0	0	0	0	
Heavy Mortars (120mm)	0.94	0.84	0.78	0.73	0.7	0.65	0	0	0	0	
Lt/Med Artillery (122/155mm)	0.84	0.67	0.57	0.47	0.37	0.27	0	0	0	0	
Heavy Artillery (8 inch)	0.88	0.74	0.64	0.53	0.45	0.32	0	0	0	0	
Rocket/SSMs	0.88	0.74	0.64	0.53	0.45	0.32	0	0	0	0	
Mortar/Artillery Avg	0.89	0.76	0.66	0.57	0.49	0.4	0	0	0	0	

COA Development



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1 2 3



It's more than broad blue arrows!!!



"We direct our main effort against a center of gravity through a critical enemy vulnerability, exercising strict economy elsewhere."

MCDP-1

Effects Of Fires



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What fires can do for you

- Disrupt - Break apart, disturb or interrupt an enemy function
- Delay - Slow the arrival of a unit (formation) on the battlefield
- Limit - Restrict where the enemy can pursue a COA.
- Divert Tie up critical enemy resources
 - Destroy The intensity of fires required to achieve the desired effect specified by Disrupt, Delay, Limit, or Divert
 - Neutralize
 - Suppress

It Isn't Magic



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IT IS EFFECTS!

LETHAL

AND

NON-LETHAL

Fires COA Development



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Converting HVTs to HPTs

- Can collection assets acquire the HVT?
- Can the HVT be attacked with either lethal or non-lethal assets?
- Is the HVT a Critical Node?

“An element, position or communications entity whose disruption or destruction immediately degrades the ability of a force to command, control or effectively conduct combat operations”
(JP 1-02)
- Is the attack of the HVT necessary to the success of the friendly COA?



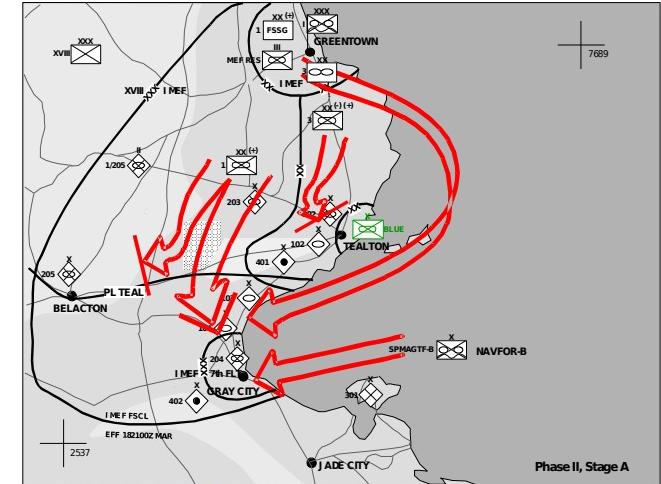
Fires COA Development



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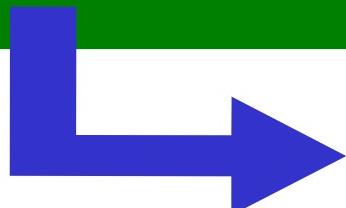
AN OPT EFFORT

- ID H
- Determine where to find and attack HPT formations and facilities
- Develop conditions/MOE (success)
- Allocate / request assets and plan to detect
- Allocate / request deliver assets and build plan to attack
- Synch FS events or actions with maneuver and other warfighting functions' planning
- Use battle calculus to estimate feasibility



Single Battle --

Deep, Close, and Rear Ops



DRAFT CONCEPT OF FIRES FOR EACH COA

Fires Worksheet TTP



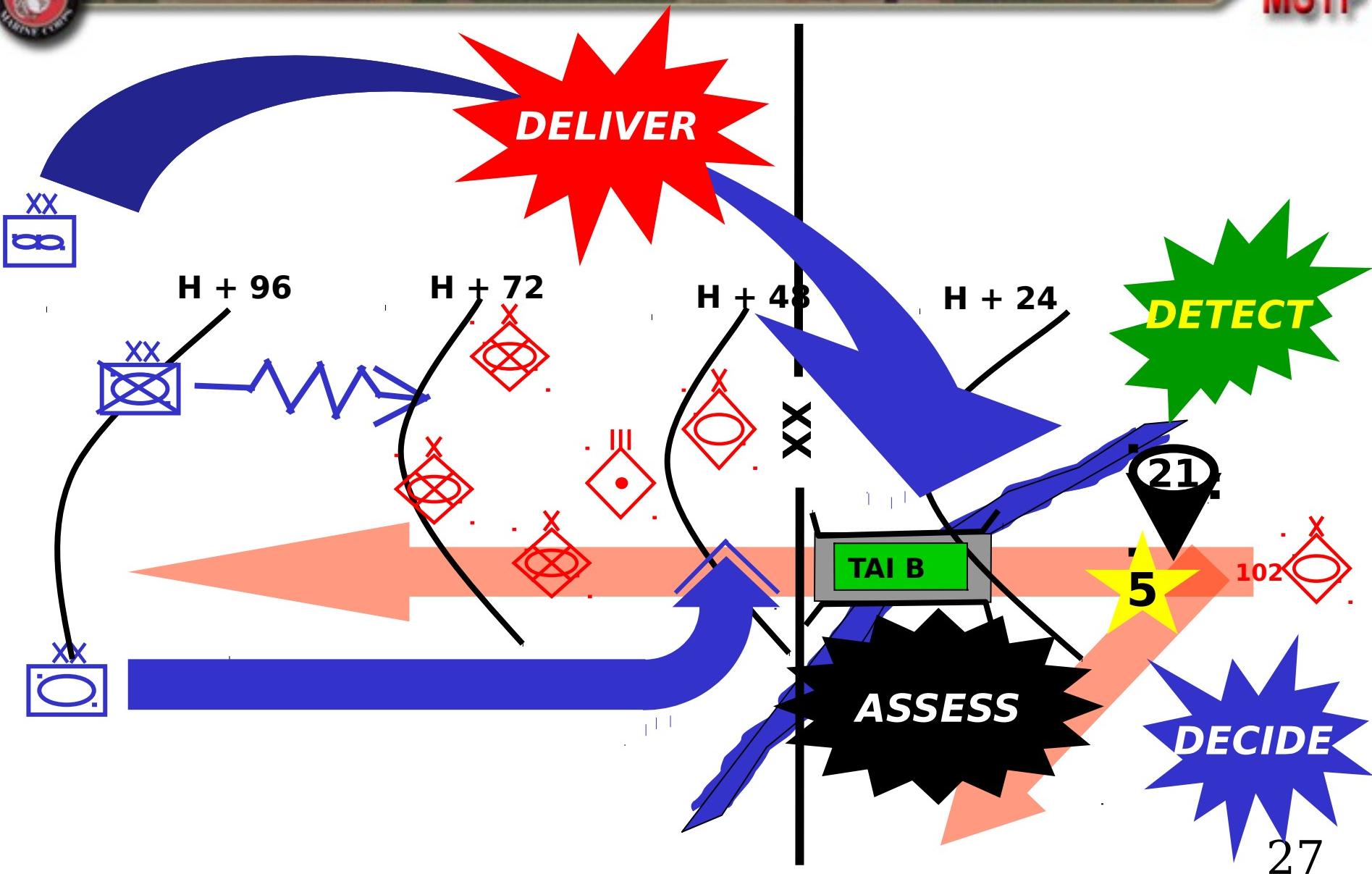
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		BRANCH GO TO # _____			
DECIDE	FS EVENT	#	<input type="text"/>	<p>The friendly maneuver reason for the effects. Identifies friendly maneuver formation that will leverage the targeting effect and describes in space and time what the effect will accomplish.</p> <p>Describes the effects against a specific enemy formation's function or capability.</p> <p>TASK = EFFECT, FORMATION, FUNCTION</p>	
	PURPOSE	FR FORM	EFFECT		
	TASK	TGT OBJ	FORM/FUNC		
DETECT	METHOD	PRIMARY	ALTERNATE	<p>The collection assets that detect, track, and report on the enemy and his activities. Ties detection to execution in time and space.</p>	
	COLL. ASSET	<input type="text"/>			
	TRIGGER	<input type="text"/>			
DELIVER	WEAPON/ MUNITION S	UNIT(S)	TGTS/ MUNITIONS	<p>Who executes the task and when is accomplished?</p>	
	EFFECTS	<input type="text"/>			
ASSESS	REMARKS	<input type="text"/>			<p>The definition of success for the task. Attempts to quantify successful accomplishment of the task. Provides basis for assessment and reattack decision</p>

Fires Worksheet TTP

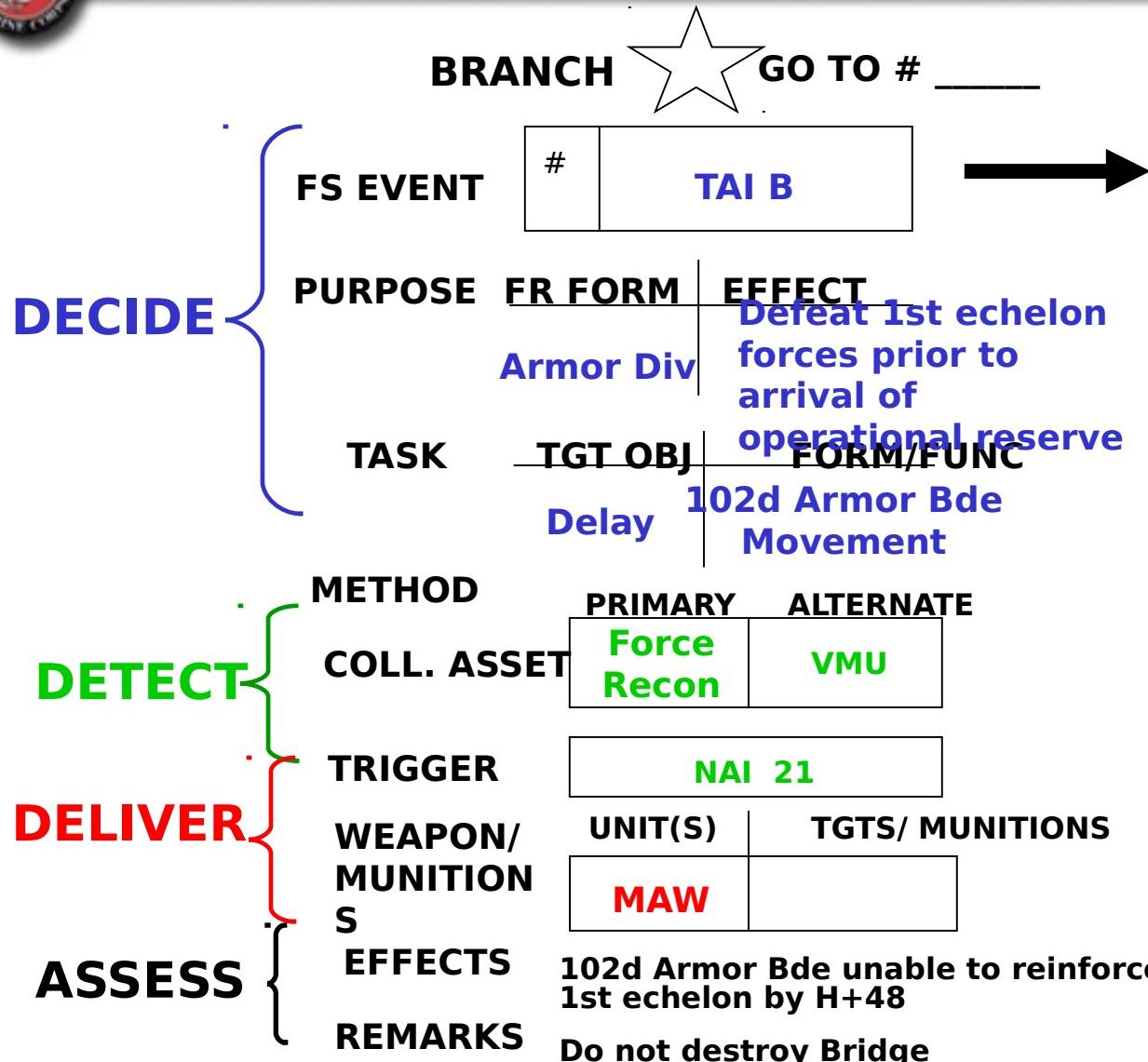


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Fires Worksheet TTP

MSTP



Fires Worksheet TTP

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We have a *PLAN*, not a *PLATITUDE* !

DECIDE		BRANCH	STAR	GO TO #	_____
		#	IT	TAI B	
DETECT		UNIT	EFFECT	Defeat 1st echelon forces prior to arrival of reserves	
DELIVER		TASK	EFFECT	Delay 10 minutes	
ASSESS		METHOD	PRIMARY	ALTERNATIVE	
		COLL. ASSET	Force Recon	VMU	
		TRIGGER	NAI 21		
		WEAPON/ MUNITION S	UNIT(S)	TGTS/ MUNITIONS	
		EFFECTS	MAW		
		REMARKS	102d Armor Bde unable to reinforce 1st echelon by H+48 Do not destroy bridge		



Reactive Fires



“It is impossible to confirm the location or to accurately predict where every HPT on the battlefield will be. It is inevitable that certain HPTs will appear in unanticipated places at unanticipated times on the battlefield. HPTs that expose themselves or are acquired in an unanticipated manner are considered emerging targets.”

Who Fights III MEF Deep Fight?

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3. Duties

- a. COC Fires Watch Officer. The COC Fires Watch Officer is responsible for monitoring, coordinating, and supervising the execution of the fire plans/ATO in support of MEF operations...This normally involves the reallocation of air, NSFS, or artillery assets.

III MEF Force Fires Tactical SOP

Fire Support Plan

Wargaming



MSTP

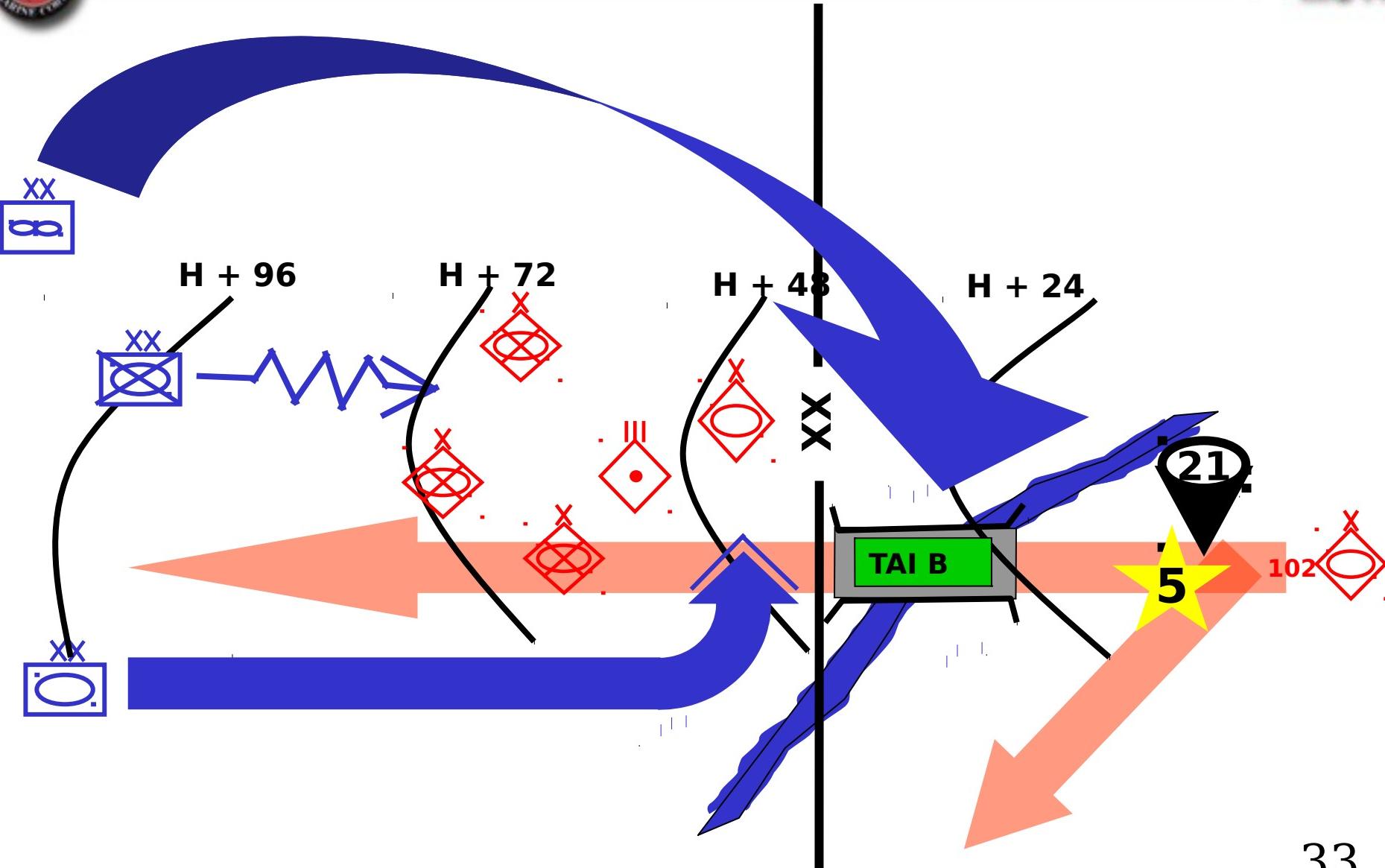
- Finalize and prioritize HPTs
- War Game FS Events vs. Enemy COAs
- Test and refine FS Plan
- Modify Draft FS Plan



Fires In Wargaming



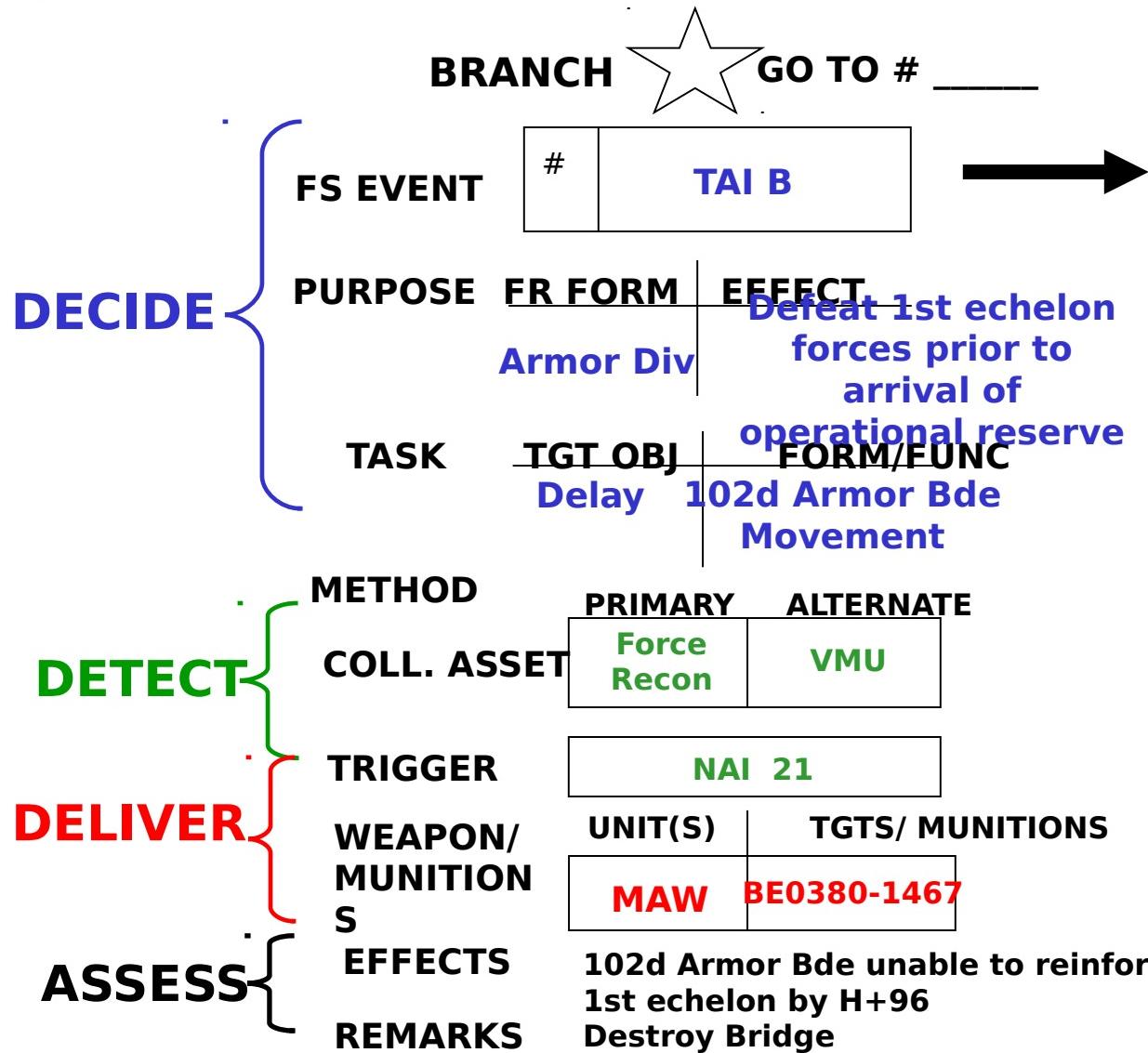
MSTP





Fires In Wargaming

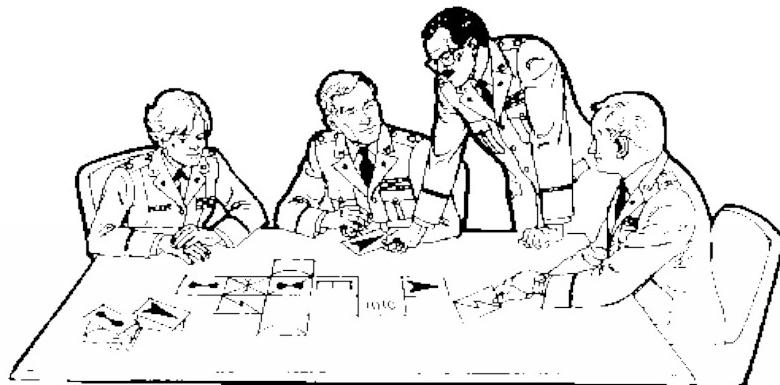
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Comparison And Decision



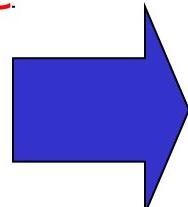
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Staff Estimates / Estimates of Supportability

- Aviation Estimate
- Artillery Estimate
- NSFS Estimate

COA Decision



Targeting Board Input

- MEF Targeting Objectives
- MEF Targeting Priorities

Fire Support Orders Production



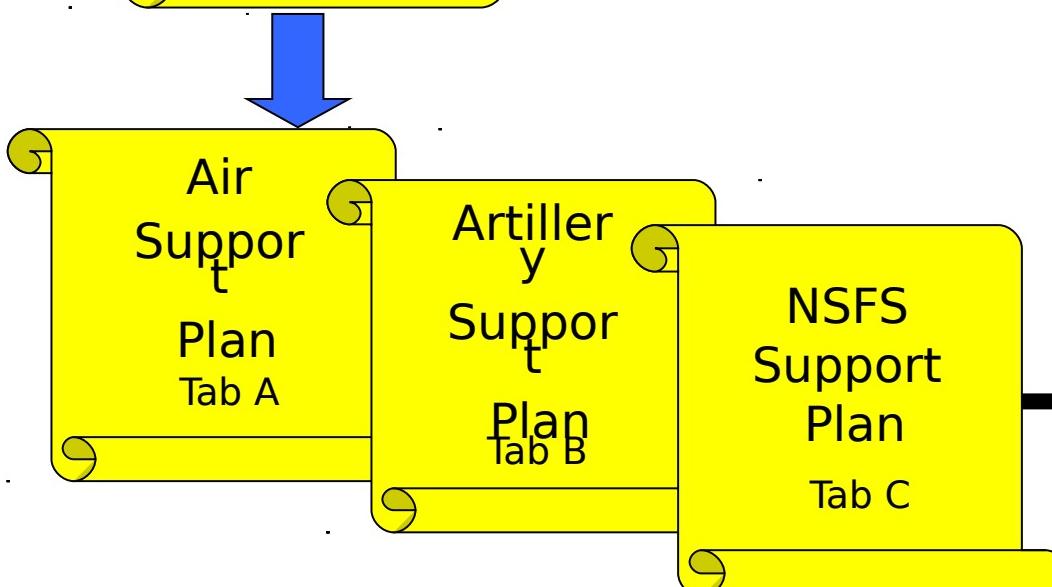
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Concept
of
Fires
Basic Order
para 3.b.(2)

Fire
Suppor
t Plan
Annex C
Appendix 19



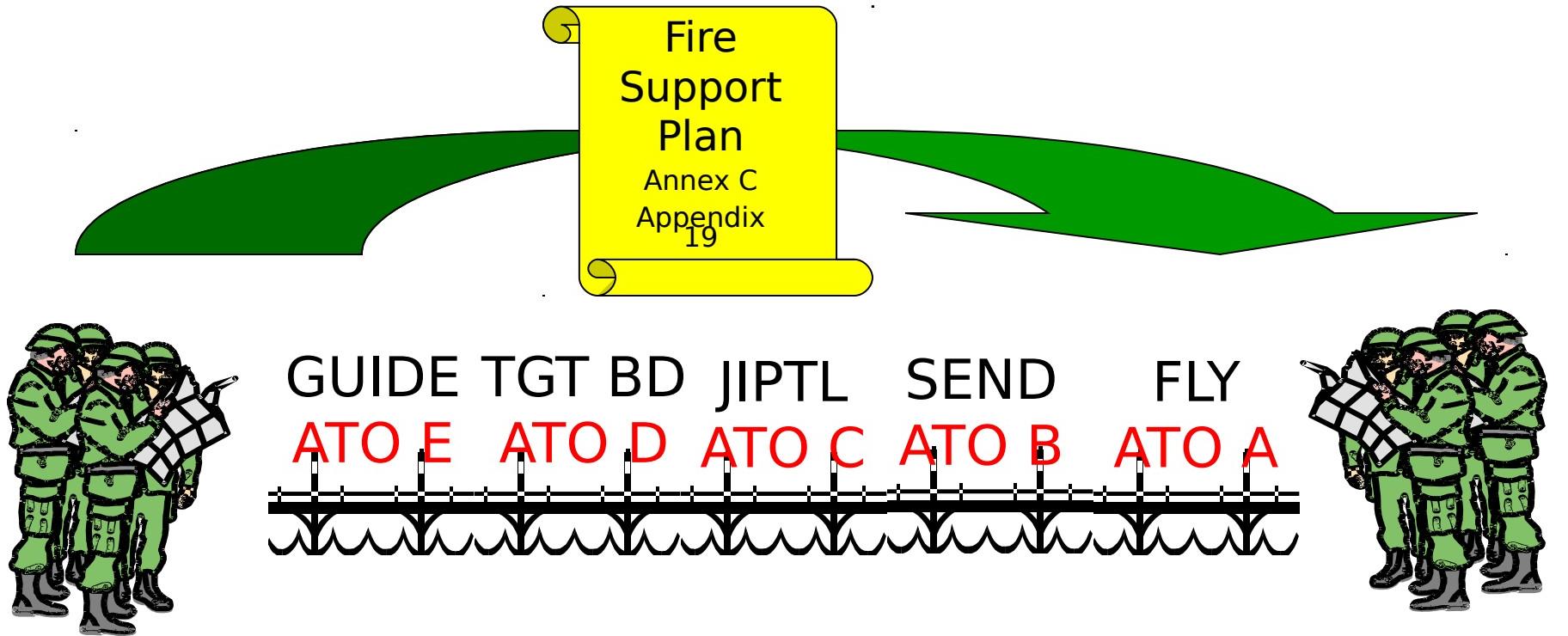
Answers:
**What, Why
& Who**



Answers: **How
& When**

Transition

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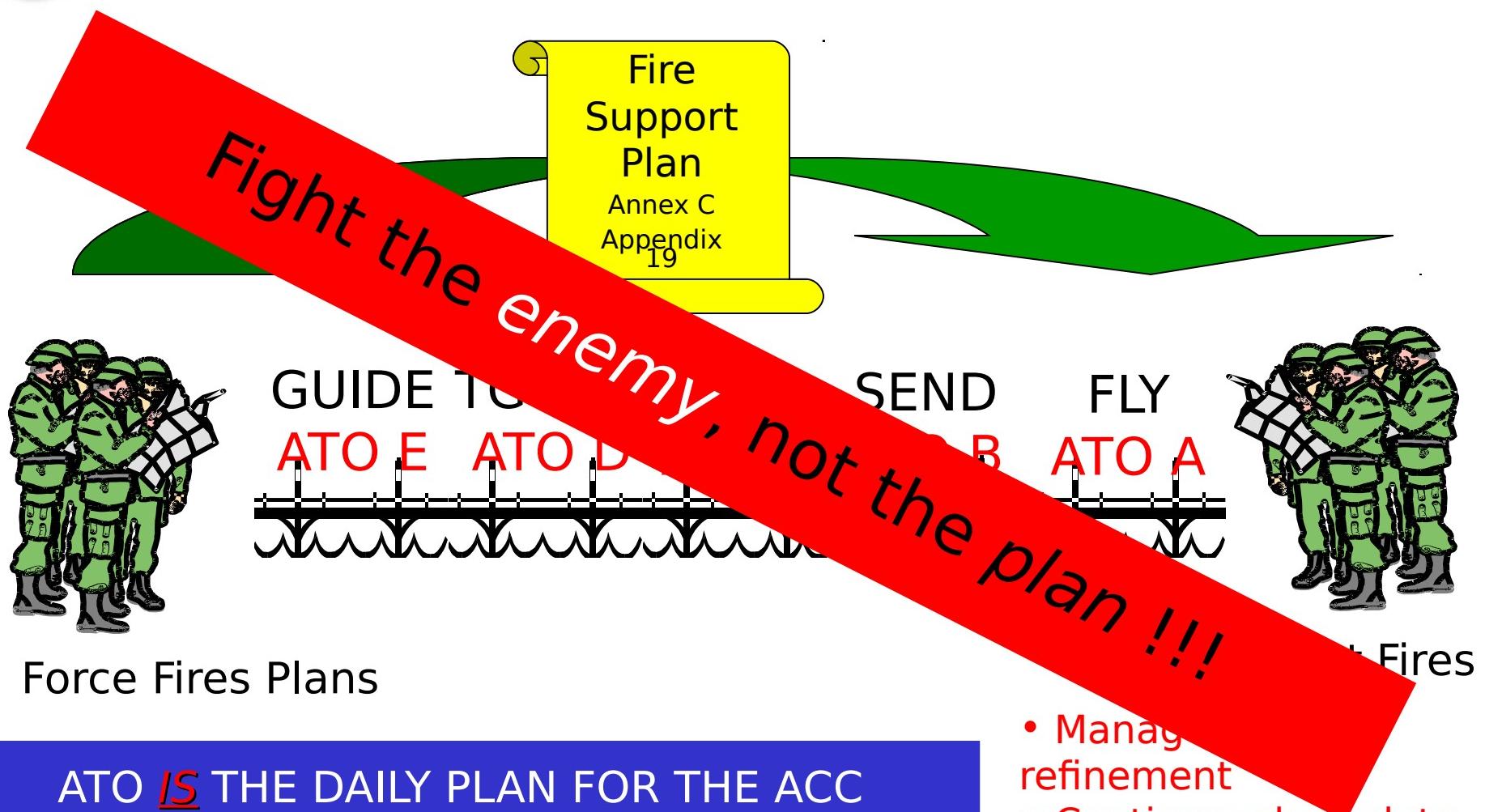


ATO IS THE DAILY PLAN FOR THE ACC
ATOs SUPPORT THE MEF's OVERALL PLAN

- Manage, plan refinement
- Continuously update and modify plan as necessary

Transition

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Refining Fire Plans In Execution



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- What procedures are in place/what format does III MEF use to make adjustments to the fire plans?
 - How does III MEF reconcile the ITO - the planning for which began 72-96 hours before - to the current situation?
 - How do you ensure MEF level buy-in?



Rehearsal

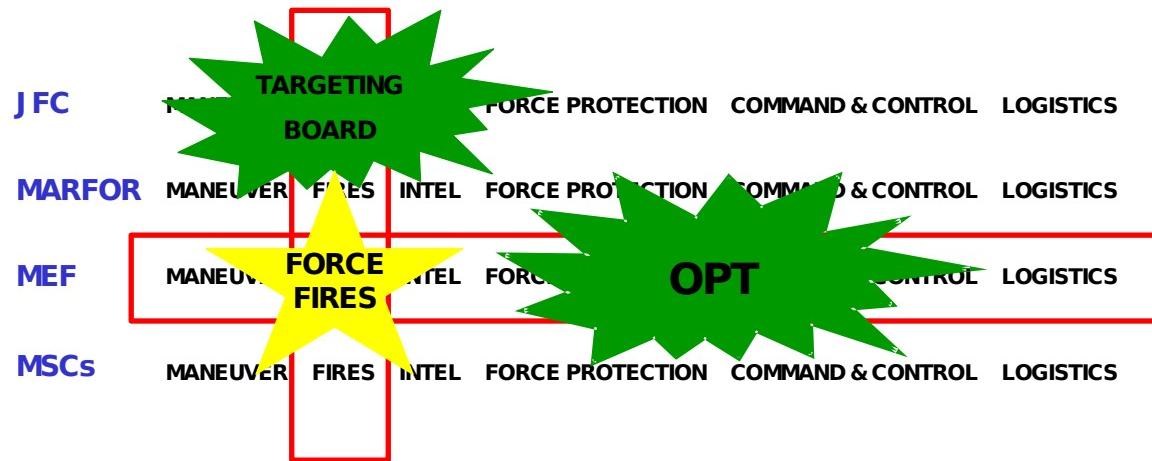
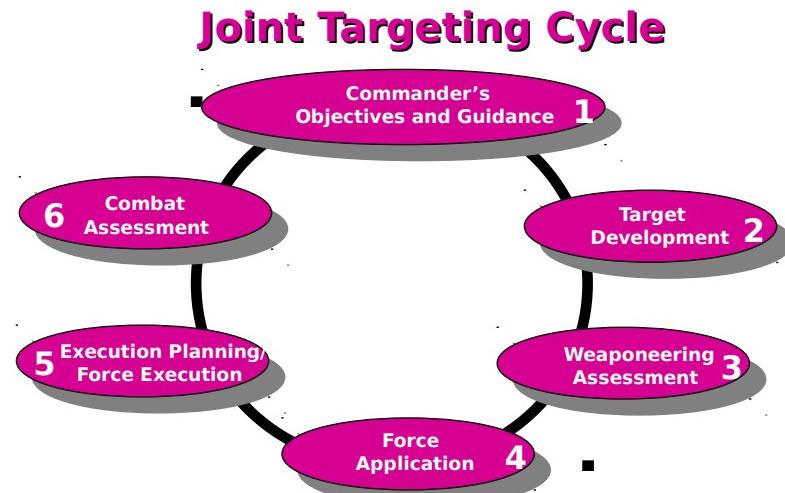
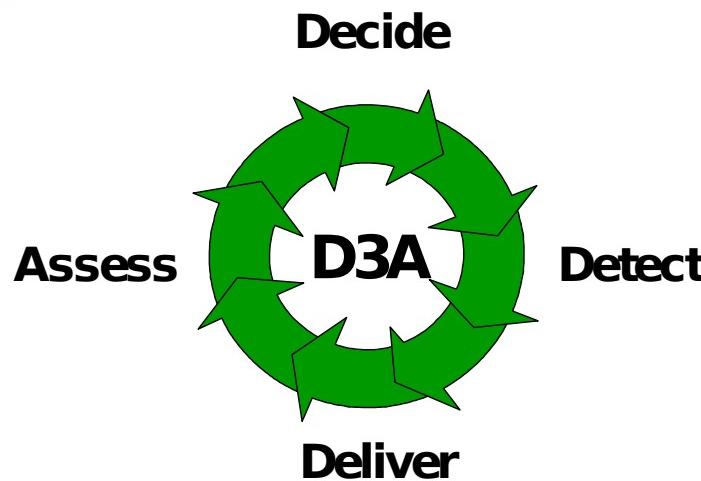


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- Fire Support/Combined Arms Rehearsal covers:
 - Review of the fire support plan including: targeting objectives, observer responsibilities, triggers, delivery means, comm plan, FSCMs, clearance procedures
 - Fires in support of branch plans
 - Procedures for engaging emerging targets
- Rehearsals are a final opportunity to synch actions prior to execution
- Rehearsals generate common expectations between planners and executors

Summary

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Integrated, Executable, Effective Fires